

B1
Conf

area networks and the like can also be used with the present invention. The presence 150 includes the computer software used in the present invention. Other computer systems including the depicted computer systems 172 and 174 generate message traffic which is sent to presence 150. The presence 150 is expecting the event stream sent by the gatherer agent to be of a predetermined format. The presence 150 is configured to be able to use this native format information and, if necessary, perform a transformation.--

B2

Page 8, last paragraph, through page 10, third full paragraph, delete and replace with the following:

--Computer system 170 includes an illustrated hunter agent 175 and a message database 180. The hunter agent 175 is sent by the presence 150 to the computer system 170. The message database 180 can receive information from many sources such as a satellite link. Functionally, an agent is computer software, transportable over a computer network from one computer to another, to implement a desired function on the destination computer. An agent can also be defined as a transferable self-contained set of executable code instructions. The hunter agent 175 uses information contained in the message database 180 to create and send an event stream object (ESO) 182 to the presence 150. A relationship 184 exists between the ESO 182 and the message database 180. The hunter agent 175 has to go out and look for information contained in databases throughout the network. The hunter agent can transform the events

into a standardized format for use by the presence 150 which can include at least some of the following information associated with each event: type, title, datetime, keywords, summary, priority, and duration.

b2

Computer system 160 includes an illustrated gatherer agent 190 and a database 195. The gatherer agent 190 is sent by the presence 150 to the computer system 160. The database 195 can receive information from many sources such as the illustrated satellite link. The gatherer agent 190 sends information to the presence 150. The gatherer agent 190 relays information to the presence in a native format as the information is updated at the database 195.

The events will have at least some of the following information associated with each event: type, title, datetime, keywords, summary, priority, and duration.

There are three basic types of event stream objects as used by a cluster of presence entities, as illustrated in Figure 2A.

The first, "Hunter Dynamic" 200, depicts the extraction of event information from a legacy data source. In this case, a specialized event stream object 202 to the particular legacy data type is created to represent the data source record. This specialized object 202 retains a pointer back to the original record, allowing it to extract additional information and update information as appropriate.

The second, "Hunter Static" 204, also depicts the extraction of event information from a legacy data source. In this case, however, a generic event stream object 206 is created and the

standard information elements are "filled in" as appropriate.

Third, the "Gatherer" approach shows the identification of newly created information in "new development" data sources 208. In this case, it is assumed that the information objects 210 were developed with the standard event stream interface 212 and elements in mind, and can thus be used by the presence 150 with no additional modification.

b2
Finally, Figure 2A depicts each of the event stream objects being sent to the top-level presence entity 150 for its use, and any delegated use by subordinate presence objects.

As illustrated in Figure 3, events are sent by computer systems 160, 170, 172, 174 to the presence 150. Preferably, the events or event streams sent by the computer systems 160, 170, 172, 174 are in a standardized format and include the information listed above for the hunter 175 and gatherer 190 agents. It may be necessary to have separate code at the presence 150 for standardizing the incoming message traffic. The presence 150 includes the inventive computer software for applying rules and taking actions of the events ingested by the presence 150 and sorting the ingested events into streams of events 220, 222, 224. Only three streams are depicted although the present invention is not limited to any specific number of streams. Events received by a presence are usually organized into logical groupings known as streams. These streams can be used to systematize information. The stream names are devised by the user and events are moving onto streams through the automatic application of rules created by the